



CHESS

GUIDELINES AND GROUND RULES

The tournament shall be governed by FIDE Swiss rules and those stated in the following ground rules:

1. Chess shall be played as a team competition: one team for the Boys and one team for the Girls in the Secondary; and one team for the Boys and one team for the Girls in the Elementary. A team shall consist of two (2) players and one coach. There shall be separate championship for the Boys and Girls in each division.

2. The 7-Round Swiss System shall be adopted.

The number of games per day shall be 1-2-1-2-1. Awarding of medals shall be held immediately after 7th round.

3. The Rank Controlled Swiss (rank in Previous Palaro) shall be used to determine the ID of each team.
4. Board assignment of players shall be the prerogative of the coach.
5. A team with only one player in its lineup shall not be allowed to compete.
6. Each team is required to bring at least one chess clock and one chessboard to be deposited with and withdrawn from the equipment storekeeper before and after each round. (Eureka chess set)

Note: This rule maybe waived if the organizer can provide all the equipment.

7. Players shall be required to present their Palaro IDs before the start of each round. Use of Uniforms shall be mandatory in the 1st and the last rounds.
8. Players annoying or causing disturbing acts, for example tapping the chess table or whistling, etc., shall be given warning, and shall forfeit their games after they continue to commit such disturbing act.

9. Players, coaches and spectators are not allowed to make post-game analysis, play against other coaches/spectators/players with or without bets, or discuss finished or unfinished games within 10-meter radius of the playing area.
10. Players are not allowed to eat or drink at the playing area while the game is in progress. They may ask the permission of the chess official to leave the playing area for this purpose on their own time.
11. Players who have finished their games should leave the playing area immediately after signing their score sheets and returning the equipment of the officials.

GAME RULES

1. NOTATION

Recording of moves is compulsory. A draw on repetition of moves can only be claimed if the moves are recorded on the score sheet of the player claiming the draw.

- 1.1 A player is required to write down his move except when the time left on his clock is 5 minutes or less.
- 1.2 A player who neglects to write down more than one move will be warned by the arbiter/steward. If the same violation is committed after a warning was given, a 5-minute deduction on his time will be imposed. For the third violation, he will be declared loser by forfeiture.

2. TIME

- 2.1 Use of chess clock is compulsory. The hand used in moving the pieces shall also be the one used in punching the clock.
- 2.2 Each player shall be given one hour and 5 minutes to finish the game. A player whose flag falls down shall be adjudged a loser provided his opponent has sufficient mating force. It is the responsibility of the player to call the attention of the arbiter about the flag down.
- 2.3 The arbiter is empowered to declare a game drawn if in his judgment a player is trying to win on time alone. (Refer to FIDE Laws of Chess)

3. GAME POINTS

A player earns 1 point for a win. .5 for a draw and 0 for a loss. A bye player automatically earns .5.

4. THE BREAKS

The sequence of the breaks after adjusted scores will be as follows:

Team

- 4.1 Scores of board 1 player
- 4.2 Matchpoints in Team Competitions
 - 4 points for a won match
 - 2 points for a drawn match
 - 1 point for a lost match
 - 0 points for default
- 4.3 Median
- 4.4 Solkoff
- 4.5 Winner over the other (single tie)

5. PAIRINGS

- 5.1 Pairings for the first round will be based on the ID numbers. The ID numbers are the ranking of the teams in the preceding Palarong Pambansa.

WHITE		BLACK
9	vs.	1
2	vs.	10
11	vs.	3
4	vs.	12
13	vs.	5
6	vs.	14
15	vs.	7
8	vs.	16
17		bye

- 5.2 Pairings in subsequent rounds will depend on the same score groups.
- 5.3 For color allocation, the point of reference is the board 1 player. The board 2 player of each team shall hold the opposite color of board 1 player.
- 6. The defaulting time is 30 minutes on the chess clock of the concerned player after game time.
- 7. Collatilla: All other matters not covered in these rules shall be decided by the Chess Technical Committee.